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Nazair

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Nazair, also known as **Southern Cintra**, **Nazir** or **Nazar**, is a land on the western coast of the Old Continent bordering the Great Sea, located south of the modern border of the Northern Kingdoms. Once an independent country, it was conquered by the Nilfgaardian Empire two decades before the First Northern War, in 1243, becoming its northernmost province.

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Nazair

General information

Variation(s)	Nazir Nazar Southern Cintra
Status	Nilfgaardian Province Kingdom (forrmerly)
Ruler	Provincial Governor Bàndhearg Dynasty (formerly)

Societal information

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Official Language	Nilfgaardian Language Nordlingaen/Highlander Tongue (formerly)
Demonym	Nazairi Nazairian
Religion	Great Sun A local variant of the Nordling Religion (formerly)

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Etymology

The name *Nazair* is a corruption of the Middle Nordling Common word *Nazir,* which means *opposite, facing, or parallel*. It is theorized that this name is Cintrian in origin, given to their southern neighbors when those neighbors attempted to describe their homeland — a land divided into two major opposing poles (coast and mountains). The name endured due to the one occasion on which the crown of one states previous to the existence of modern Nazair was united with that of its Cintrian neighbor through marriage. Later, with the emergence of Modern Nordling Common, it corrupted into *Nazair*.

History

Pre-human Times

Age of Migration

Unlike in other regions, Nazair was not extensively settled by non-human races in the distant past. This was primarily due to its terrain, which resulted in a lack of resources and therefore prevented any inland settlement from becoming truly stable. Importing food from other regions was also difficult and dangerous, again because of the geography.

Only the elves established themselves in Nazair, and even then solely along the coast. They founded several trading posts which, over time, grew into city-states. These elves were neither Aen Seidhe nor Aen Elle (the latter settling instead in the less rugged lands of Metinna), but another group entirely: the people of the tide, the Aen Taoide. These city-states were the northernmost settlements they would ever build.

These cities prospered for centuries thanks to maritime trade, receiving wealth not only from their Seidhe, Elle, Ghele cousins, but also from other races of the world — such as the merpeople — and even from races of other worlds, as the Ard Gaeths were still open during this era.

Their decline began when, at some point during the Age of Migration, the Aen Elle left the world for a "*more interesting*" universe. Since the Elle were one of their main trading partners, this event triggered a major economic crisis. The crisis led to protectionism, protectionism to a extreme competition between the various city-states, this competition to attempts by each to monopolize resources, and this attempts eventually to wars — not only among themselves, but even against other Aen Taoide settlements elsewhere.

Appearance of Humans

Humans, as in other parts of the world, appeared in the 230s Before the Resurrection, and thus alongside the First Conjunction of the Spheres. In the case of Nazair, these were the ancestors of the present-day clans living in the Highlands.

How they arrived — much like the rest of humanity — is unknown. And the oldest

Nazairi legends do little to clarify the matter.

According to the traditions of Clan Páogh (the oldest for which any record exists), the ancestors came into this world while fighting a war to protect the goddess Lilvani from eternal death. A war they ultimately lost when the Great Star-Devouring Mushroom was born. But the goddess, who had gained enough time to escape eternal death thanks to their defense, honored their sacrifice by opening the Moon Gates for the survivors — saving them and guiding them into this new home.

What exactly this "*mushroom*" was — or what the Moon Gates might have been, if they existed at all — no one knows.

The Birth of Human Civilization in Nazair

So, when the Ard Gaeths closed as a result of the First Conjunction of the Spheres, the Aen Taoide of those coastal city-states were already so weakened that, by the time the Skelligers finished taking the Seidhe islands they had conquered, and began exploring and colonizing parts of the Old Continent around the 5th and 6th centuries After the Resurrection — including the coast of Nazair — the city-states fell quickly, as the islanders plundered them, drove the elves into the sea, and claimed the settlements as their own. Unwittingly, sending these elves — together with the other Aen Taoide trapped in the world — into the hands of Balor, thus contributing to the creation of the infamous Aen Fomuire, who, disguised as monsters, would go on to raid the coasts of the Far South of the Old Continent.

This, in turn, marked the true birth of human civilization in Nazair. As Skelligers and Proto-Highlanders came into contact and eventually intermingled, the two groups gradually merged into a new one: the ancestors of the modern Highlanders, who at that time controlled both coast and mountains for at least another 200–300 years.

From both parent cultures they inherited many things — among them gods such as Wotan, and a shared language derived from Skelliger Jargon, itself a descendant of the Elder Speech. Over time, this language branched into an enormous family of new tongues.

The Highlander States

After the birth of human civilization in Nazair, as time passed, states eventually

began to form. Unlike in other regions, this process took relatively little time: the social structures brought by the islanders (which were far more advanced than those of the proto-Highlanders), combined with the coastal resources, allowed state formation to happen quickly. And within just a few decades—by approximately the mid-6th century—the coast was dotted with different nations: united by shared history, but distinct in many other ways. Over time, these differences only grew more pronounced.

Meanwhile, the Highlands experienced only a mild alteration of their earlier cultural blend. Their harsh terrain and the difficulty back then of accessing their mineral resources on a large scale meant that, at best, only proto-states could form.

This marked the beginning of the long-lasting divide between coast and interior—a division that would deepen even further once the Nordlings arrived some 200–300 years later.

Around the time of the Nordlings' arrival, there were approximately five states competing for supremacy in the region. Among them was the one that would later give rise to Nazair's future capital, Assengard, which rose to become the dominant power—an early proto-Nazair—when it managed, around the mid-7th century, to conquer one of its rivals, vassalize two others, and impose semi-vassalage on several Highlander clans.

From this era, aside from fragments of its history (preserved mainly thanks to Skelliger sagas, since much was lost during the Nordling conquest), what survives are a handful of traditions and other cultural elements absorbed by the Nordlings, as well as the names of many towns and cities of Nazair—names that either remained unchanged or suffered only minimal linguistic alteration.

The Nordling Conquest

By the 790s, the Nordlings would arrive in Nazair — more specifically from the newly founded Kingdom of Cintra, under the orders of its first king, Cerbin, who, much like his contemporaries, had begun an aggressive expansion in search of new lands. In his case, southward.

He thus sent groups of settlers who, sooner rather than later, reached what would become Nazair. These settlers originally expected a situation similar to what had happened with the elves whose land and capital, Xin'trea (later corrupted into Cintra in Nordling Common), they had taken — but instead, they found the

opposite.

For the coastal Highlanders proved themselves fierce defenders of their territory, and when the settlers (a mix of soldiers, sailors, men, women, and children) reached the shore, the Highlanders massacred them in an event later known as the Great Cry of Cintra.

Despite the tragedy, the event enabled the Nordlings to justify their conquest of Nazair. King Cerbin, clever as the animal whose name he bore — the raven — used the massacre as a casus belli, and, gathering a massive contingent of soldiers, launched them against the Nazairi coast in retribution for the Great Cry. Thus began the Wave War (named like that, due to Cintra sending wave after wave of soldiers).

The war lasted barely five years, and the Highlanders lost essentially due to lack of numbers, particularly after what would later be called the Domino Massacres (for occurring one after another in rapid succession), which caused the collapse of nearly all the Highlander states. The survivors fled into the Highlands, giving birth to even more clans — that is, the modern clans — and leaving the coastal lands free for the Nordlings, who founded new Cintran-held territories there.

Only one Highlander state survived, and it too was absorbed when King Cerbin married Princess Becca of that country.

Foundation of the Nazairi Kingdom

However, this union would not last long. By the 9th century, due to a combination of higher taxes on southern settlers compared to those in Cintra, plus dynastic problems (one of Cerbin's sons desired the throne but it was given to one of his brothers instead), Nazair would gain independence and form its own dynasty — the Rose Dynasty, also known as the Bàndhearg Dynasty. This occurred when the disfavored prince convinced the locals to rebel so he could claim the Cintran throne, using a yellow banner bearing a blue rose as the symbol of the uprising and of the prince's exceptional nature, which would bring them prosperity. The war would later be known by the name of the new country: the War of Southern Cintra. It ended in a draw, with both lands going their separate ways, when the Treaty of Assengard established peace and Cintra formally recognized the independence of its southern territories as a new state.

Over the centuries, the name "*Southern Cintra*" fell out of use for reasons of linguistic economy (being too long), and Nazair remained.

Especially so after the new dynasty fought, during the 10th and 11th centuries, the so-called Valley Wars, ultimately semi-vassalizing the newly created Highlander clans and leaving the country united — yet split into the two opposing halves that would give Nazair the international name by which it would be known.

Expansion of the Kingdom

The 11th century served not only to consolidate the country, but to lead it into its golden age. Cerbin's colonization plans were not discarded — they were simply inherited by the new state thanks to its largely Nordling population, which, fearing another conflict with Cintra that might wipe it out, sought, like the rest of its neighbors, to expand in order to secure a firm place on the political stage rather than remain just a "*nuisance*" to the others.

This resulted in a mixture of Nordling soldiers and troops from the semi-vassal clans — to whom more lands were promised in exchange for their service — initiating the aforementioned era of expansion that would eventually bring about the kingdom's golden age.

At first, this took the form of wars on the southern border with Metinna, from which Nazair emerged victorious and with additional territory — territory which, however, did not remain under its control for long, as its southern neighbor's flatter geography allowed Metinna to swiftly retake the lands it had lost.

This shifted Nazair's focus toward the sea. There, the kingdom managed to take control of several islands along its southern coast. But due to the limitations of the era, it could go no further; the Western Continent would not be discovered until the late 14th century.

Because of these maritime limitations, the kingdom redirected its ambitions eastward — where it did find greater success. This led to the founding of new cities such as Belhaven and, more importantly, the acquisition of vast amounts of territory, to the point that the Nazairi state came to control parts of what is now Toussaint under a system of ducal rule. One example was Duke Adam of Nazair, whose landscape-altering experiments eventually created the famous Sansretour Marsh.

However, this golden age — like all golden ages — did not last forever. By the 12th century, due to a combination of factors including the consolidation of states such as Toussaint, Nazair's borders had shrunk back to more or less what

they were shortly before the conquest.

The Holy Reclamation

The end of the kingdom's golden age brought consequences beyond the loss of territory. By the end of the century, in 1198, the newly ascended 18-year-old king of Cintra, Corbett, decided—one of his very first acts—to start a war against Nazair. As for the reasons? No one knows for certain. But everything points toward a mix of patriotic pride (wanting to reclaim the "*Southern Cintra*" rebellious province), expansionist ambition, and filling the royal coffers so that his later corruption would go more unnoticed.

Thus, barely three months after taking the throne, he launched the conflict known as the Holy Reclamation, and Nazair was invaded by a mix of Cintrian troops and mercenaries hired from kingdoms as far-flung as Redania.

The conflict would last two years. And the capital, Assengard, would suffer what would later be called the Great Burning — a brutal sack that, by some miracle, did not leave it in ruins (that would come later during the conquest of the Empire). Luckily for the Nazairis, they would win the war, for Corbett was, from the very beginning, infamous for changing his mind rapidly, neglecting foreign policies and government in favour of womanizing and getting drunk. This caused a severe breakdown in the chain of command when he grew tired of the conflict during the decisive Battle of Turiáite, forcing the Cintrians to return home with their tails between their legs.

This, in turn, caused Corbett's vices to worsen — especially his neglect of foreign policies. And for the Nazairis, combined with historical factors, the seeds of resentment took root and grew enough that, 32 years later, another conflict would arise, this time initiated by Nazair, in which the kingdom sought to repay all the damage done by sacking Cintra.

The War of the Lioness

It would be in the summer of 1232 when, this time, Nazair finally initiated a new conflict with its northern neighbor.

The reasons for the thirty-year delay were straightforward: recovery and preparation.

During that period, thanks to the collaboration of tutors brought from maritime

powers such as Kovir and military powers such as Temeria, the Nazairis learned from the mistakes made in the previous conflict — despite having won it. This time, they wanted to ensure that no one would ever humiliate them again as the Cintrans had done when they sacked their capital.

During those three decades, the crown also cut all diplomatic relations with Cintra (although a few very minor commercial ties remained for practical reasons) and launched a state-sponsored nationalist propaganda program to further inflame hatred against the Cintrian, hardening the army's resolve to exact revenge for the harm done years before. This eventually eliminated even the minimal commercial relations that remained, though the crown viewed that as a minor collateral cost in exchange for reclaiming its honor — and potentially seizing control of Cintra, which "*rightfully*" belonged to them due to the lineage of the aforementioned prince.

Thus, taking advantage of the gradual decline of commercial relations until they disappeared, and following a false-flag attack carried out in Cintrian waters — the so-called Bloodletting of the Fair Navigator — a new conflict between Cintra and Nazair began, the war later known as the War of the Lioness, starting in the summer of 1232. It began with a blockade established by the Nazairi fleet "*until the culprit was found or substantial sums of money were paid,*" demands the Cintrians refused to accept.

The conflict, however, despite all the preparation, resulted in a defeat for Nazair.

Although they managed to indirectly kill King Dagorad at age 34 thanks to minor wounds inflicted during the Battle of Ortagor, the war lasted only a couple of months: the Cintrians were much better organized than the previous time, and at the Battle of Hochebuz, the Nazairi army was defeated by a young Queen Calanthe, who had been on the throne for only a few days.

The humiliation was so severe that it abruptly ended the conflict, forcing Nazair to sign the Treaty of Marnadal, in which both sides agreed to peace and designated the famous Marnadal Stairs Pass as neutral ground for future meetings in case new tensions arose.

Imperial Conquest of Nazair

The defeat in the War of the Lioness would mark the beginning of the end for Nazair as an independent state.

For after that conflict, due to Cintra's influence over the rest of the Northern Kingdoms, the country found itself increasingly isolated. Combined with the devastation left by the war, this created a lethal scenario that Nilfgaard would exploit in 1243, finding Nazair weakened to the point of being unable to request aid from any allied powers. Thus the Empire launched yet another conflict to seize new territory, only a few years after having subdued Metinna. This gave rise to the Nilfgaardian–Nazairi War.

A cruel and unusually difficult war, it lasted officially until 1249 and utterly shattered the already declining Nazairi morale when the capital, Assengard, was devastated so completely that, after the conflict, the Empire was forced to found a new capital — Assengard Ur, or in Nordling Common, Nova Assengard.

However, although the war ended in 1249, several Highlander clans continued causing trouble, forcing the imperial government to take further measures. As a result, the conflict did not *de facto* come to an end until the mid-1280s.

The First Rebellion

Approximately twenty years after the conquest, the coastal nobles and the Highlanders joined forces to stage a rebellion against the Empire.

According to most accounts, the uprising began after the closure of the last temple of Lilvani during that same period, as well as the abuses committed against its priestesses by imperial authorities.

It is also believed that the seeds of the resistance movement known as The Crescent Moon originated here.

The rebellion was partially successful, and the Nazairis were on the verge of reclaiming their independence once again—until the emperor at the time, Emhyr var Emreis tasked Major General Markus Braibant with handling the situation. Braibant's forces did, indeed, quell the rebellion, in what became a massacre later known in Nazairi history as the Red Sea Days, so called because it was perpetrated near the coastal city of Crayl.

Northern Wars

Due to this rebellion, the Nazairians did not participate in the First Northern War on either side when it broke out. Not, at least, in large numbers, though it is known that certain individuals did take part — mainly mercenaries and mages. A

notable example is Clarabeth Iseabail Nichfhuachd-Fadach de Páogh, better known simply as Clarabeth de Páogh, who sided with the Empire and even took part in the famous Battle of Sodden Hill.

During the Second and Third Northern War, the Empire formed its own units from Nazairian forces, consisting of arbalestiers and a large cavalry brigade. These were the so-called Nazairi Eyes (the arbalestier unit) and the Nazairi Brigade (the large cavalry brigade).

These units would go on to participate in major events such as the First Battle of Aldersberg, and the Battle of Armeria, in the case of the Nazairi Brigade operating under the Frundsberg Division.

Late 13th Century — Early 14th Century

After the end of the Third Northern War, Nazair remained under imperial control. However, the presence of the Crescent Moon movement in its territory grew steadily. Funded by Northern kings such as Radovid V, they eventually gained access to extensive intelligence and smuggling networks, which allowed them to carry out all manner of violent acts — from assassinations to manipulation, extortion, and even terrorism. All of this gradually fed the Nazairian people's desire for open rebellion.

The movement endured thanks to that increasing desire for revolt (which granted them the many benefits that come from popular cooperation), as well as the protection provided by foreign funding. This prevented the imperial service from eliminating them entirely: whenever a cell was wiped out, another would quickly emerge. Potential recruits were everywhere, and each extermination only turned desire for rebellion into outright radicalization.

This radicalization increased both the number and the severity of their actions, until the situation could no longer be contained — ultimately erupting into an open rebellion that escalated into a full-scale war in the year 1328, with the conflict concluding in 1331.

This war would later become known as the Second Nazairi Rebellion.

Second Nazairi Rebellion

The causes behind the outbreak of the second rebellion were varied. For although the actions carried out by the Crescent Moon since the end of the Third

Northern War had been crucial, they would not have had such an effect had it not been for a faction in the imperial capital supporting them through several foreign proxies to avoid detection: the bourgeoisie of the Lower Alba region — that is, the imperial heartland.

Not because they were charitable souls who wished for the freedom of the Nazairian people, but for a far simpler reason: imperial expansion meant greater centralisation of the state in order to carry out the Nilfgaardization of the provinces. And therefore, more bureaucracy, more laws restricting the influence they could exert, and consequently less of the free trade that had allowed them to reach the status they held. Thus, the reduction of the monstrous imperial state — even if it meant the loss of a province or two — was very much in their favour.

To this was added the ascent to power of the Nazairi Jan Calveit, or Jan Calveit I as he would be known once he became emperor. His rise only increased the support of the bourgeoisie once he began implementing additional centralising measures, prompting them to attempt a coup against him — a coup thwarted thanks to his court astrologers, who had foreseen it, and to a certain witcher and his wife living in Vicovaro.

At the same time, his ascent also intensified the Crescent Moon's and the Nazairians' desire for open rebellion, believing that, as a compatriot, he would overlook the uprising out of solidarity and grant them independence with little resistance.

However, Calveit firmly believed that the benefits the Empire had brought to Nazair outweighed the disadvantages, and he did not look the other way. The open rebellion therefore turned into a three-year war which he eventually won — not through military might, but through diplomacy once he saw the conflict had reached a stalemate. He demonstrated to his Nazairi compatriots how mistaken they were, and showed mercy to the rebel leaders.

This diplomacy and mercy earned him the nickname the *Nazairi Avenger*, for having "*avenged*" the province and purged it of rebels, albeit in an unexpected way. It also gave rise to his famous line: "*I shall not repeat Emhyr's mistakes*," in reference to the massacre occurred during the First Rebellion.

The Haaki Invasion

By the time the Haakis swept through much of the western coast (that is, the lands that once formed part of the broader Nordling cultural sphere — from Ebbing to Nazair — as well

as the modern Northern Kingdoms, from Temeria to Kovir) in 1350, Nazair was not as heavily affected by their advance.

The eastern invaders, being both accustomed to the open expanses of their steppes and aware of the harsh, resource-poor terrain of the Highlands, chose not to venture inland. Instead, they limited themselves to ravaging the coast with their hordes before crossing the Marnadal Stairs and continuing their invasion further north.

As a result, once the Haakis were defeated and driven back to the east, Nazair became one of the provincial territories that recovered the fastest from the devastation.

Administrative Division

The province (and formerly the kingdom) of Nazair is divided into what are known as council areas. These were originally governed, as the name suggests, by a council of nobles. After the conquest, however, they became merely advisors to the organizers—officials who preside over and command these councils with full authority, and who in turn answer to the provincial governor. In practical terms, they function much like regional governors.

Technically speaking, there are about twenty-two such council areas, but in practice only two are formally recognized: the High Coast (the one bordering Cintra) and the Low Coast (the one bordering Metinna). The remaining areas correspond to the various territories of the Highland clans, which during the kingdom era operated almost as semi-vassal independent states—each as varied as their rulers—and during the imperial era were treated (though not uniformly) as vassals who were promised greater power and territory in exchange for eliminating the rebellious clans that resisted imperial rule.

Within these remaining twenty council areas, the most common form of government is the Geàrda, or Guardianship: a kind of militarized state in which a patriarchal or matriarchal figure—bearing titles such as Supreme Guardian, High Guardian, Guiding Guardian, and similar variants—holds power.

Borders

Nazair is located just south of the Amell Mountains. It can be reached from Cintra

and the Slopes region through the mountain pass known as the Marnadal Stairs. To the west, the province borders the Great Sea; to the east, it borders Mag Turga; and to the south, it borders Metinna, with the Yellen River serving as the natural boundary between the two territories.

Climate

Due to lying only slightly south of Cintra, its climate is very similar to that of that country. In essence, it is oceanic, tending toward drier and sunnier variants the closer one gets to the border with Metinna. Most rainfall concentrates along the coast, as clouds are blocked by the western edge of the Highlands from moving farther inland.

The Highlands, for their part, are divided into three types of climate. The dry Highlands (those in the northern area, bordering the Amell Mountains), the arid Highlands (those stretching toward the east), the semi-dry Highlands (those bordering Nazair's coast, receiving some rainfall due to blocking incoming clouds), the humid Highlands (those in the south, which occasionally receive large masses of clouds coming from Gemmeria's Sea of Gales), and the central Highlands, which are a mixture of all the aforementioned types, resembling each Highland climate depending on the specific sub-region one enters.

Apart from these, transitional climates also exist in the areas between one Highland zone and another.

Culture

Accents

Nazairis can be distinguished by two main types of accents when speaking Nordling Common and Nilfgaardian.

Coastal Nazairans are characterized by nasalized vowels and a melodic intonation. Consonants are pronounced at a moderate pace, and overall speech carries a distinct musical quality. The accent has an air of elegance and fluidity.

Meanwhile, people from the Highlands—though possessing multiple accents that vary from clan to clan—are generally known (justifying the stereotype) for being difficult to understand, especially when they speak too quickly.

Army

Before the conquest, Nazair possessed a relatively decent army. It was not so much technologically outdated as tactically outdated (at least on land — at sea, matters were different). Since its military was focused far too heavily on how much damage their weapons could deal and on how ornate and over-designed their arms and armor were, above all else. Combined with the characteristic Nazairi arrogancy that so often clouded their judgment, this proved disastrous once the Empire arrived to seize the territory.

In that sense, things changed for the better after the conquest. The Empire brought precisely what the Nazairi military lacked: better, more modern tactics. This eventually led to the creation of the Nazairi Brigade, a light-cavalry branch of the Center Army Group — and one of the finest units in the entire Empire within its field of specialization.

Art

Although not as devoted to the arts as the Toussaintois, the Nazairis are very fond of it. Much like their cuisine, their art is characterized by being excessively elaborate. At least where pictorial, musical, and architectural art is concerned. Their works are heavily ornamented, filled with details — to the point where some of them are, in fact, unnecessary.

In truth, the musical sphere, much like in Kaedwen and Skellige, is the domain of the skalds. However, in Nazair — at least along the coast — they are less like musical keepers of lore or soldier-bards, and more akin to band vocalists mixed with musicologists and orchestra conductors. Meanwhile, the Highlanders skalds more closely resemble their Kaedweni and Skelliger counterparts.

Literature and sculpture, on the other hand, as a way to compensate for the already mentioned highly elaborate arts, tend to be very simple. Yet within their simplicity, they are quite effective at conveying what they intend to express.

Architecture

As already mentioned, Nazairian architecture — much like other cultural aspects — is characterized by its highly elaborate nature, both in façades and in structural design. In the latter, the use of large arches and columns is especially common, often fused together, for the simple reason that the more elaborate the

structure, the greater the display of power. This is particularly evident in the beautiful nobility summer houses of the interior near Lake Muredach.

Furthermore, the heavy ornamentation, due to the need to incorporate numerous elements, has resulted in most buildings — from the simplest to the most complex — being constructed in such a way that they are extremely defensible.

Beliefs

Beyond their formal religious practices, the Nazairi people hold a variety of superstitions developed across their long history — particularly those tied to the coast or the celestial bodies. One of the most widespread is horoscope, which became so popular that they even managed to export it to other countries, where it also took hold. This happened despite the fact that star magic is very poorly developed, and there is no evidence whatsoever that the position of the stars in the firmament has any influence on the world (and therefore on people), aside from determining when stellar magic can be safely drawn upon.

Cuisine

Partly due to religious factors, partly due to the nature of the soil where they live, and partly due to sociocultural elements unrelated to religion or terrain, Nazairi cuisine is described by many as heavy and exaggerated — in other words, fancy meals. Dishes are large, composed of multiple layers, almost as if they were works of art.

This remains true even in the Highlands, where such meals are viewed as a sign of hospitality, respect, and goodwill toward a guest — though to a lesser degree due to the scarcity of resources, which is compensated for with elaborate side dishes such as quinoa done in multiple ways before being served or equally elaborate beverages.

Currency

Unlike other countries, due to Nazair's abundance of silver, the region did not use gold as the primary value of its coinage, but rather silver. This meant that although it was, technically speaking, a weaker currency because of the metal's greater abundance, it was also far more stable overall, as almost no other country minted coins made primarily of silver. As a result, whenever markets

became volatile, people often turned to Nazairi currency as a safe store of value. This coin was called the plang.

After the imperial conquest, the floren was implemented as the primary currency, relegating the plang to secondary status. In addition, a new coin was created: the rose, made of electrum. Later, from the reign of Emperor Jan Calveit (himself born in Nazair), the rose would be adopted as a secondary currency throughout the Empire. In the preceding centuries, it served as a regional coin between the floren and the plang, as well as a test currency for various economic measures.

Education

Despite being a feudal society, basic education — such as reading and writing — is widely spread socially, at least along the coast (the Highlands are another matter entirely), and nearly anyone possesses such knowledge.

This is due essentially to one factor: necessity. Education in Nazair is not organized through general schools or universities, but through associations. And many — if not nearly all — require this skill as a basic prerequisite for a student to begin their training.

This basic education is usually provided privately or in a communal-private manner, with parents or a designated person from the area teaching the children of a given neighborhood in their own home.

These associations are groupings of guilds of a particular craft, which found institutions called scirociums to educate and subsequently produce the best workforce possible, in a highly meritocratic process. Each scirocium is jointly funded by the associations and usually bears a name associated with the profession it trains.

There are also state scirociums intended to form bureaucrats. These were funded by the state — that is, first the monarchy, later the imperial government — as well as by the nobles of the area where the scirocium was established.

Magic

The relative proximity of Redania — and therefore of the academy of Aretuza — meant that, at least for a long time, magical education took place abroad. Or, if one had been born in the Highlands, under the guidance of the mowldyds

(Highlander Tongue: *Molder*), a profession halfway between druid, witch/warlock, shaman, and priest which, as its name suggests, was responsible for molding — in this case, the new student.

It was only once several Nazairi students had graduated from Aretuza (and to a lesser extent young men from Ban Ard, as it was even more expensive to send boys abroad due to the school being located in Kaedwen) that they founded a smaller, local magical academy in the capital, Assengard. There, all magical education was carried out until the conquest, during which it was destroyed by the Empire. This academy was known as Rocabarra.

After the Empire's takeover, most potential mages were sent to Gweison Haul in faraway Vicovaro, or to the Imperial Magic Academy, since although Rocabarra was eventually rebuilt, it was repurposed to house "*third-rate future mages*."

Mentality

The Nazairi mindset is primarily defined by patience and tenacity. Famous is the saying from the era of King Coram I of Cintra — grandson of that kingdom's first king and Queen Becca of Nazair — "*if you wish to escape, do not commit a crime in Nazair.*" It was not without reason that the province saw two rebellions during the Imperial era (one of which even escalated into war).

In general, the Nazairi are known for being extroverted, meticulous, and intensely dedicated to their work when they are passionate about it (unlike in Temeria, where work is more often done out of duty). They are also somewhat arrogant (though not pedantic), serious (though not formal — the distinction matters), not immediately warm with strangers, and extremely protective of what is theirs, especially their children. It is no coincidence that they have some of the best toymakers known on the western coast, as Nazairi toys are famed throughout the region for their quality and, at times, even innovation — second only to their blue roses, silverwork, and clothing.

If they are guilty of any flaw beyond arrogant, it is of being overly demanding, manichaean in their judgments (things are either very good or very bad), and occasionally inconsiderate of others. And if they happen to dislike the work they are doing, they can become extremely inefficient or outright lazy.

Social Structure

Nazair can be divided into two halves when it comes to social structure.

The structure of the coast resembles that of the rest of the Empire and the Northern countries—namely, a feudal, primarily agrarian society divided into distinct classes, with the social pyramid topped by the nobility and its base composed of common folk.

The societies of the inland clans, however, though lightly influenced by the coastal model, retain their tribal roots. They remain hierarchical, yet allow for far greater social mobility, as the differences between classes are far more blurred due to their more tribal—and therefore more communal—nature.

Thus, in the various clan societies, there are only two major classes that remain somewhat "*fixed,*" since they are defined more by the roles they fulfill than by strict social boundaries: the clergy, and those who may be called ceannards or thralls.

For in Nazair, prior to the conquest, unlike in other Northern countries, slavery did exist—though in a different form. Due to the influence of their Skelliger ancestors, the Highlanders developed a concept similar to thrallship. This slavery was not foreign slavery, but the taking of captives from rival clans.

On the coast, something similar existed on occasion in the form of interim servants, but the various unions with Cintra gradually eradicated the practice—until the Empire brought it back.

Traditions

Nazair's traditions are highly diverse — a consequence both of the situation in the Highlands, where each clan is essentially a world unto itself, and of the situation along the coast. Years of separation from Cintra, combined with cultural remnants of the Highlander coastal states, led the coastal population to gradually develop an increasingly distinct identity of their own, far removed from their Cintrian origins. To the point that only a handful of Cintrian customs survive, largely because they belong to the border region.

Among all these traditions — across both coast and Highlands — the most widespread were those connected to Lilvani, and therefore, to the moon. These customs, despite the Empire's hostility toward the goddess, were not entirely lost (some, for obvious reasons, were — such as those tied to the new moon) but rather reinterpreted and integrated into the Cult of the Great Sun.

Weapons Laws

As in other Nordling countries, it was common in Nazair for people to carry weapons everywhere. This practice even continued after the conquest—until the first rebellion. That uprising led to the complete prohibition of weapons, which in turn prompted the Nazairi to exploit a legal loophole and begin carrying elven messers, which are not, technically speaking, swords but rather huge knives. This status remained in effect until the second rebellion, already in the 14th century, which resulted in the prohibition not only of weapons but of any objects that could be used as weapons. Thus the legal loophole that allowed the Nazairi to carry elven messers finally came to an end.

Women Rights and Sexual Minorities

The rights of women and sexual minorities vary widely throughout Nazair. Although the Empire attempted to standardize these matters, in practice, pre-conquest customs in each region of Nazair remain dominant.

It should be said that, despite their variety, these rights are generally favorable. This is largely due to the influence of Cintra, which — although certainly misogynistic in many ways — was pragmatic in this area, having had women ruling alone on the throne, with Calanthe being the prime example.

Thus, on the coast, women enjoy roughly the same rights as men, with a few exceptions. These exceptions mainly concern access to more physically demanding occupations (though, to be fair, men face similar limitations regarding professions such as nursing or teaching).

In the Highlands, things are far more diverse. Some clans are strongly patriarchal, while others are matriarchal. Everything depends on the territory one visits.

As for sexual minorities, their rights are more restricted on the coast, whereas in the Highlands, such matters tend to raise little conflict — beyond the occasional heated debate about whether marriage should be allowed or not.

Writing System

Similar to other Nordling states and the northern provinces of the Nilfgaardian Empire, Nazair uses the Modern Alphabet to write all the languages present within its borders. However, since this system — like many other aspects related

to the Nordlings — is decentralized, the Nazairi version contains a number of minor differences that make it unique compared to how it is employed elsewhere, though not enough for it to be considered a different alphabet altogether.

Demographics

Most of the population is concentrated along the coast, due to its fertility.

The province has approximately one and a half million inhabitants, with the remaining half-million living in the Highlands.

The presence of non-humans in the country is almost nonexistent, as no elder race ever fully settled the territory. The most numerous among them are the elves, who, as mentioned before, once established colonies that later became city-states along the coast, and which were subsequently taken over by the Skelliger humans when they arrived to colonize Nazair.

Thus, among humans, the population is mostly divided into three major ethnic groups: the Nordlings on the coast, the Highlanders (naturally) in the Highlands, and the recently arrived Nilfgaardians (colonists, soldiers, bureaucrats, etc.).

It is worth noting, however, that the line between Nordlings and Highlanders is very blurred, due to extensive intermixing during Nazair's time as an independent state — marriage alliances between coastal nobles and Highland clans, migrations from the mountains toward the coast, and so on.

People

Physically, the Nazairi resemble the rest of the Nordlings. The only notable differences are that, along the coast, there is an unusually high concentration of blond individuals of all kinds (especially beach-blonds and ash-blonds), while people with darker hair, such as those with black hair, are a minority.

In terms of height, they fall somewhere in the middle when compared to other Nordlings and to the non-Nordling peoples of the western coast — neither as varied in stature as the Nordlings of the modern Northern Kingdoms' borders, nor as short as the people of Etolia, nor as towering as the folk of Gemmeria.

Their skin tends to be less pale than that of the Nordlings farther north, leaning more toward a rosy tone without ceasing to be overall fair. It is rare to find

individuals with swarthy or olive complexions, as their skin type generally burns more easily than it tans.

In the Highlands, by contrast, people are slightly taller, paler, and there is a greater prevalence of red hair and light brown hair that nearly borders on blond.

Along the coast, there is also a phenomenon that some speculate originated from a (likely forced) mixture with the Aen Taoide in the distant past. Some Nazairi display a hair structure nicknamed "*seaweed hair*" — aptly named because its texture resembles seaweed (though not its appearance), occasionally reflecting in dirty light-brown hues and marked by a very particular type of curl. These individuals also tend to be the ones who can present swarthy or olive skin tones, which would align with such a mixture, as the Aen Taoide were known for having skin "*as dark as a moonless night*."

Economy

The economy is divided into two major sectors: the primary and the secondary.

The primary sector is centered on the coast, consisting mainly of fishing and agriculture (the latter being composed of cherries, tomatoes, wheat, false coconuts, as well as carobs near the Metinnan coastal border, along with several similar crops). A smaller portion of the primary sector exists inland.

In the Highlands, the presence of multiple veins of various minerals and metals compensate for the lack of developed agriculture. These include, above all, iron, cinnabarite used for dyeing inks, and silver — the resource for which the former kingdom, now province, is also well known. Deposits of half-metals, metalloids, semimetals, quasi-metals, and non-ferrous metals can also be found.

The secondary sector is mainly located in the Highlands, since, as previously mentioned, cultivation there is extremely difficult. This sector includes the production of ceramics and inks, beverages (such as the famous Nazairi whisky), and — prior to the first rebellion during the imperial period — weapons manufacturing. The small secondary sector present on the coast focuses on textile production. Due to the climate, local clothing tends to be very short compared to garments in other countries, for both men and women — something that often stands out to foreigners.

As for craftsmanship, the most common products are ceramics, which are highly detailed, and refined silver vases.

Also, Nazair is particularly known for its cultivation of azure roses found only in this region, with faint purple shades at the tips of the petals. One of these roses became the emblem of the kingdom and later province, and it is perhaps the region's main primary-sector export. Their cuttings are in high demand and are often smuggled out of Nazair to be sold at outrageous prices.

Examples of Nazairi Names

Nazairi names are typically structured as follows: Given Name + Second Given Name + First Surname + Second Surname. This structure persisted even after the conquest, as the Nilfgaardian occupiers saw no need to replace the occasional local *mac/nichd* prefix (meaning "*son/daughter of,*" which would later evolve into ap/aep in the North) with Nilfgaardian-style connectors, given how similar its sound already was to the imperial ap/aep (not to be confused with the Nordling version, which is phonetically similar to the imperial one, but of different origin).

The only notable change introduced by the Empire was the addition of *var* either after the second given name or after the first surname *(in cases where the latter included the mac prefix)*.

Nazairi Male Given Names

Abelín, Abentín, Abillta, Acher, Adam, Agostín, Aimadeio, Aimau, Albaro, Alexandro, Aleixandre, Aleixandro, Alexo, Alodio, Alifonso, Amadeu, Amanzio, Ánchel, Arnau, Archimiro, Arriel, Artal, Audallá, Ausias, Bancho, Balandín, Balantín, Bastián, Batista, Baldovín, Balero, Baristo, Bébrix, Bertrán, Benchamín, Benedet, Beremundo, Bertolomé, Betrán, Bidal, Bisorio, Bital, Bítor, Biturián, Bizén, Bizién, Bonet, Borcha, Borxa, Brùs, Caitano, Calistro, Ceferín, Chabier, Chaime, Cherbás, Cherardo, Cheromo, Chinés, Chorche, Chuan, Chulio, Churdán, Climién, Daví, Drystan, Ebardo, Étor, Fertús, Fhuachd, Hrodeberth, Galter, Ibón, Ipol, Jannus, Keir, Liyón, Lucer, Marzal, Novación, Peirod, Póliz, Ponz, Quíle, Lizer, Lión, Rafel, Regorio, Remiro, Remón, Rucher, Ruxer, Talfryn, Sabinyán, Salvián, Salvín, Satornil, Satornino, Seberín, Sechio, Serchio, Sifredo, Silbán, Simuel, Solpicio, Talfryn, Timio, Tornil, Torubio, Ugo, Uchenio, Ufemio, Ulochio, Uloixio, Urico, Usebio, Ustacio, Valandín, Valantín, Veturino, Vibián, Vicient, Virchilio, Vitalián, Wenceslau, Ximén, Yacma, Yacme, Zelipe, Zequiel, Zerilo, Ziprián, Zésar.

Nazairi Female Given Names

Aibhse, Agnés, Albira, Ailaina, Aleixandra, Alifonsa, Alionor, Alizia, Alodia, Alvira, Alziz, Aimor, Aingealag, Anabladh, Anchela, Anchelica, Andreya, Antona, Azozena, Balandina, Balantina, Baldesca, Balma, Baraball, Banesa, Becca, Bilma, Biolant, Birchinia, Biridiana, Blanga, Bearnas, Beasag, Beasaidh, Beitidh, Beitiris, Bethóc, Bhioctoria, Brianag, Brìde, Brìghde, Cantal, Cairistìne, Caitir, Caitrine, Caristiona, Catrìona, Ceana, Cèilidh, Ceit, Celipa, Ceitidh, Ceitlin, Ciorsdan, Cotrìona, Chuana, Chulia, Clarabeth, Dagga, Deònaid, Dervorguilla, Dìorbhail, Diormhorguil, Doileag, Dulza, Ealusaid, Eamhair, Èire, Eithrig, Eubha, Euna, Finvola, Fionnaghal, Floireans, Flòraidh, Gorba, Gormshuil, Gormuil, Ilana, Illona, Iseabal, Iseabail, Ixeya, Lilidh, Linza, Lizara, Lùcreis, Lúzia, Maeren, Mairearad, Malamhìn, Malmhìn, Malmuira, Malread, Marsail, Marzia, Mérida, Merzé, Ofelia, Osla, Pabla, Rabina, Rauchel, Rauchie, Rechina, Reyta, Rinalde, Saurah, Shanet, Shoosan, Shoosie, Shusan, Shusie, Sibbie, Sizzie, Suphy, Synnie, Thebe, Theebet, Tib, Tibbie, Tizzie, Yelena, Zilia.

Nazairi Unisex Given Names

Aibne, Altabás, Arai, Atakuni, Atsec, Báine, Basilique, Blayre, Bonfat, Bonnii, Cairn, Callan, Claine, Cléophe, Doilidh, Dolaidh, Dorie, Eisia, Eritha, Faeryn, Forbes, Ghillie, Gowan, Guelue, Isela, Jeeles, Kenvie, Lylvan, Madden, Maikie, Manion, Milne, Nairn, Nevin, Prentiss, Rais, Romeral, Ox, Shanachie, Sina, Symphore, Tad, Vives, Yelén, Zoame, Zoïle.

Nazairi Surnames

Abós, Acín, Adobas, Agea, Alanzor, Alcaria, Allué, Aileanach, Ailpeanach, Aisa, Aín, Allanach, Ambarsan, Anam, Anchelte, Andarsan, Anndrasdan, Ara, Arasgain, Arjol, Ayés, Balaguer, Banzo, Baran, Barrach, Barrera, Beitean, Beri, Bhàsa, Bhodhsa, Blacach, Blanch, Blàr, Blàrach, Bochanan, Bàndhearg, Bànnder, Breac, Breathnach, Brothaigh, Broto, Buisán, Buxac, Calveit, Castán, Carrascón, Ciar, Civera, Cobos, Cuéllar, Dalais, Darrak, Deòir, Deòireach, Dolz, Doménech, Dòmhnallach, Druimeanach, Druimein, Dubh, Dùghlas, Dunaid, Eabarcrombaigh, Echalar, Egear, Espiau, Fadach, Fanlo, Fearghasdan, Fionnlasdan, Flimean, Foirbeis, Funes, Gallart, Guimet, Grau, Haggo, Ibor, Jardiel, Laborda, Larraz, Lanuza, Lleixá, Llop, Maollosa, Matasan, Mawr, Maor, Merino, Moliner, Morer, Moireach, Moireasdan, Moireasdanach, Morganach, Munna, Mur, Màrnach, Màrr, Màrtainn, Mèinn, Mèinnearach, Nadal, Naval, Niocalsan, Orós, Oset, Pabán, Pallares, Paorach, Peadarsan, Peucag, Peutan, Piquer, Pló, Preas, Puidreach,

Pueyo, Rathais, Robasdan, Ródenas, Roid, Roideach, Rompally, Ròs, Ròsach, Rothach, Ruadh, Ruiseal, Salavert, Sailcirc, Salmond, Seadh, Seadhg, Seagha, Seaghach, Seathanach, Soro, Sorolla, Sgèin, Sginnearach, Sgot, Singleir, Siosal, Siosalach, Smios, Stiùbhart, Stiùbhartach, Sùdrach, Sutharlainn, Sutharlan, Suthurlanach, Talmhach, Tolmach, Tuairnear, Tàileach, Tàillear, Tod, Todt, Tous, Tulach, Ualas, Umphraidh, Ureta, Urchadainn, Urchardan, Yagüe, Zapata, Zuleta

Examples of Nazairi Full Names

- Abelín Alanzor Beri Pabán
- Atsec Rais MacBiolant var Bhása
- Cherardo Chuan var Pló-Bochanan
- Ofelia Dulza NichdBital Haggo
- Romeral Celipa Ixeya NichdArtal
- Mérida Lylvan Baran Breac
- Bisorio Ánchel Andarsan Ciar de Roha.

Flora and Fauna

Nazair's biodiversity is, for obvious reasons, far richer along the coast, where the absence of excessively rocky soil allows for a greater abundance of plants and therefore animals.

In the interior, such diversity is found only near rivers and lakes, both due to their inherent nature and to the fact that these bodies of water sit at lower altitudes compared to most of the Highlands.

Overall, Nazair's flora resembles Cintra's to a large extent due to proximity. However, thanks to Nazair's rugged terrain, many local variants exist, as well as several fully endemic species.

Thus, along the coast one may encounter lush forests of deciduous and coniferous trees, which gradually disappear as one ascends into the Highlands and the climate shifts into increasingly cold-arid types. There, one may occasionally find thistle and heather, as well as trees such as birch and Highlander pine, along with mosses and various lichens decorating some of the southern mountains. Notably, the famed Nazairi blue roses and other similar plants also appear to grow naturally in this cold-arid climate.

As for fauna, most Highland wildlife was driven to extinction by the monsters

brought forth by the Conjunctions, given the region's harsh environment. Of what remains, the most common are mustelids, as well as the Highland irbis (a subspecies of the snow panther), the brown fox, high-altitude squirrels, seeker deer (so named for their ability to locate scarce patches of grass in such barren lands), several types of bats and parabats in their caves, the Nazairi crossbill, the cold wren, the viviparous lizard, capercaillies, the ripper bear, and many other unique animals adapted to the region's predominantly cold-arid climate. These are accompanied by domestic animals such as mountain goats and sheep, Highland cattle, ferrets, domesticated irbis, and even domesticated foxes.

Once one travels toward the coast, the situation changes drastically, revealing far greater variety: freshwater mussels in the rivers, fish such as powan or vendace, grass snakes, roughly fourteen thousand endemic insect species, common and estuary beavers, a wide array of riverine and seabirds, both flying and flightless, and much more.

Geography

Nazair is divided into two major geographic regions. The coast — the area where most of the country's fertility is found — stretches from completely flat lowlands to small hills that meet the mountains as one moves inland. And the Highlands — which are not infertile in the sense of having poor soil, but whose extremely rocky nature prevents almost any plant from taking root, with only a few exceptions, including certain crops.

This causes the inland region to be described by many as *rocky and barren*, despite the fact that, although rarely, features such as forests or the Dol Glas Valley do exist — the latter being the once original home to the famous blue roses of Nazair.

Government

Like other Nordling countries, Nazair's government was feudal and monarchical, with semi-democratic elements thanks to the council-area system in its administrative division. However, in its case, feudalism was even more decentralized due to the semi-vassalage arrangement present in the Highland clan territories.

Before becoming a province, the country was ruled by the Bàndhearg dynasty —

also known as the Rose Dynasty — a branch of the Raven Dynasty that emerged in the early days of Cintra as a kingdom. Throughout Nazair's existence as an independent state, this dynasty remained in intermittent contact with the branch from which it originated. This resulted in both positive and negative outcomes: on the positive side, political marriages between both royal houses; on the negative, a number of wars, initiated either by Cintra or by Nazair, over the claim that the Cintrian/Nazairi throne "*rightfully*" belonged to them.

After the conquest in 1243, the system changed and became more centralized. The Imperial Governor assumed full authority at the top; the council areas became far less democratic, now firmly in the hands of the Organizers; and the Highland clan territories that accepted Nilfgaard's rule transitioned from semi-vassalage to full vassalage.

Language

Of all the western coastal lands, Nazair is the most linguistically diverse.

The majority language is Nordling Common, which continued to be spoken even nearly a full century after the conquest — though not without gradually losing ground to Nilfgaardian, which by the 1270s, thirty years after the annexation, had begun to gain speakers.

This linguistic diversity stems essentially from three factors: the coast, the Highlands, and the conquest.

The coast, naturally, due to commercial contact with distant countries such as Zerrikania, Ofir, Barsa, Zangvebar, and the lands of Melukka, developed various pidgins and later creoles for the purpose of conducting trade.

The Highlands, due to their rugged terrain, led the various clans — despite sharing an ancestral tongue — to develop new languages as a result of several factors, among them geographic isolation. To communicate among themselves, they eventually created a new common language, appropriately called the Highlander Tongue.

To this must be added yet another creole: a blend of Northern Common and the Highlander Tongue, used in many circumstances (depending on the clan, as some are less traditionalist and do speak Northern Common). This is the aptly named Border Creole.

And, of course, following the conquest, a final creole emerged — this one between Northern Common and Nilfgaardian — due to interactions between settlers and locals.

Monsters

The monsters one might encounter in Nazair are similar to those found in Cintra. At least as far as the coast is concerned, since the Highlands are home to more unique beings. Some notable examples of more unique monsters typically found in Nazair are selkies, the draconid beithires, fuathes, the rodent-like lavellanes and the mysterious Am Fear Liath Mòr.

Non-Humans

As already mentioned, the presence of non-humans in Nazair is minimal. Only the elves maintain a presence within that minimal range that humans are actually able to perceive, it must be said.

For what humans do not perceive, however, Nazair hosts a significant minority of vampires — primarily higher and supreme vampires. Some are even rumored to hold positions of subtle influence, thanks to a secret society known, not without a certain irony, as the Mirror Society.

Returning to the perceptible races: dwarves once existed in Nazair as well, most of them workers employed by various branches of several banks. However, with the arrival of the Imperials they were expelled — not out of hatred, but for a far simpler reason: monetary-mercantile frictions with the excessively regulatory Imperial Mint House.

Religion

Since a large portion of Nazair's population is of Nordling origin, they practiced their local variant of the Nordling religion until the conquest. Among their gods, the most prominent were the lunar goddess Lilvani; her husband, the tide-god Nettán; Carnma, the goddess of festivities, bodily health, and food; and Wotan, the god of the hunt. The Nazairi variant was heavily influenced by the religion practiced by the Highlanders, who in turn had been strongly shaped by Skelliger religion as the islanders were partly their ancestors. This influence is most visible

in the widespread worship of Wotan, who—alongside Lilvani—was one of the two most revered deities, though the worship of Wotan was far more prevalent in the Highlands, just as devotion to Lilvani was strongest along the coast.

After the conquest, the imperial religion was imposed, and most gods were either reduced to minor spirits commanded by the Great Sun or outright banned as heretical—such was the fate of Lilvani, due to what she represented.

This ultimately gave rise to the provincial resistance movement known as The Crescent Moon, formed after the last temple of Lilvani known to the imperial authorities was shut down in the city of Isarbothy in the late 1260s.

Notable Highlander Clans

For the full list of Nazairi Highlander Clans see Category: Nazairi Highlander Clans

- Clan Blauwe (extinct)
- Clan Brazen
- Clan Dykari (extinct)
- Clan Isar
- Clan Lokena (extinct)
- Clan Maera
- Clan Mareno (extinct)
- Clan Páogh
- Clan Roha (extinct)
- Clan Turi

Notable Nazairi People

For the full list of Nazairi People see Category: Nazairi

Aristocracy

- Adam Alexo Blàr Ayés de Isar
- Becca Finvola Bànnder Aín
- Maeren Euna var Darrak-Blacach

Criminals

- Abelín Alanzor Beri Pabán
- Keir
- Tad

Emperors

- Jannus Salvián MacBítor var Calveit

Knights

- Talfryn Lucer MacGalter var Anam

Mages

- Clarabeth Iseabail Nichfhuachd-Fadach de Páogh (naturalized Gemmerian)
- Drystan Lylvan MacRucher Brothaigh

Military

- Admiral Rompally

Soldiers

- Hrodeberth Chaime var Arasgain-Bhodhsa

Notable Locations

Most inhabited locations in Nazair follow a distinct naming pattern: a combination of an adjective or verb + nouns such as home, place, refuge, cave, settlement, and so on.

A notable example was the former capital Assengard (Assen, *saved* + gard, *enclosed place*), or Zouthaven (Zouth, *south* + haven, *refuge*).

This pattern likely stems not from the languages spoken in the country, but from the origins of the people who first settled the land. These early settlers seemed to name places based first on what the settlement conveyed to them, and only afterward on what kind of place it was.

This is also visible in Brazenhold (Brazen, *the name of one of the Highland clans* + hold, *domain*).

Bazaars

- Southaven Seaside Bazaar

Cities

- Assengard (formerly)
- Assengard Ur
- Crayl
- Isarbothy
- Turiáite
- Zouthaven

Estates

- Lady Maeren Darrak's estate

Lakes

- Lake Muredach

Markets

- The Color Market

Pubs

- The Rusty Sturgeon

Taverns

- The Hollow Boar

Towns

- Brazenhold
- Maeraglen
- Marenohold
- Páogh

Valleys

- Dol Glas

Image Credits

- *Nilfgaardian Nazair Coat of Arms* by SMiki55

Trivia

- The conquest of Nazair was placed in the year 1243 for two reasons: we do not know when it occurred in canon, but we do know it was difficult. Therefore, to make sense of the timeline, it was assigned to that year. Had it taken place any later, the imperial troops would have been far too exhausted to wage the First Northern War effectively — something that was not the case, despite their defeat at Sodden.
- Additionally, we have no canon date for the conquests of kingdoms such as Metinna or Maecht; we only know that, in Maecht's case, its king was still ruling by 1258. But given its proximity to Ebbing, it could not have been subdued later than the 1240s, as Ebbing became a vassal in the 1230s.
- Nazair's culture is primarily based on Scottish culture, with some touches of Aragonese (Spain) and Baroque influences in certain aspects. This choice reflects the division between coast and interior along what little the canon tells us about the Highland clans — and the fact that Skellige is more influenced by Norse culture than Scottish, with only small hints of the latter here and there. Additionally, south of Cintra along the western coast, names of Hispanic/Romance/Latin origin begin to appear more frequently. A notable example is Maecht, where canon mentions a prince known as Gonzalez and a princess named Argentina.
- Some of the locations of Nazair of this article where taken from this one.

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